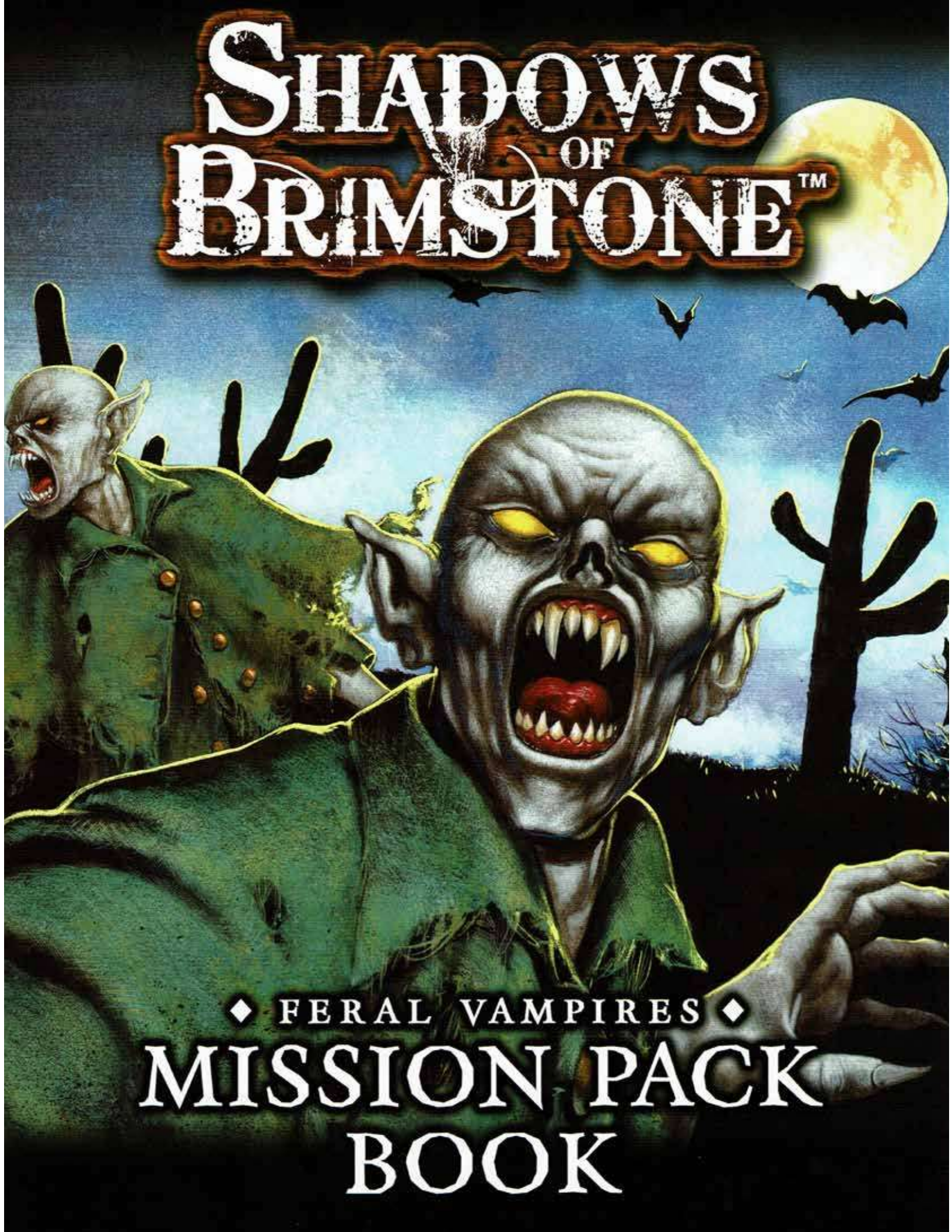
Shadows of Brimstone™



◆ FERAL VAMPIRES ◆

MISSION PACK BOOK

Shadows of Brimstone™

Feral Vampires Mission Pack

By Jason C. Hill

Lurking in the darkest shadows, bloodthirsty Vampires emerge under cover of night to feed on the land of the living. Ancient and gruesome monstrosities, the Feral Vampires are terrifying creatures of the old world, unleashed upon the Western frontier after traveling thousands of miles by ship, train, and coach in coffins or crates of their native soil. They are neither living nor dead... but the Undead! And they hunger for the fresh blood of a new frontier.

GAME CONTENTS

- 1 Full-Color 12 page Adventure Book
- 6 Large Plastic Feral Vampire Enemies (40mm Bases)
- 1 Unique Objective Room Map Tile
- 1 Double-Sided Enemy Record Sheet
- 1 Enemy Theme Adventure Card
- 2 Reference Cards
- 2 Bitten Cards
- 5 Darkness Cards
- 4 Mine Artifact Cards
- 5 Gear Cards
- 12 Vampire Mine Encounter Cards
- 8 Threat/Epic Threat Cards
- 5 Card Vampire Trait Deck
- 1 Mine Map Card
- An assortment of Die-cut Counters

OVERVIEW

This Mission Pack Expansion introduces a new Enemy Type - *Feral Vampires*! Several new Missions are included, focusing on these terrifying creatures of the night, as well as a host of new cards and counters themed for fighting these gothic horrors!

New Objective Room Map Tile

This Mission Pack Expansion includes a new Unique Room for the Mines, that is themed as a coffin-filled Vampire Nest Objective Room. There is a new Mine Map card for this Map Tile that can be mixed into your Mine Map Deck. On the reverse side of the Map Tile, there is an ancient tomb intended for use in any OtherWorld as part of some Mission Objectives.

New Cards

This set includes new cards for several existing decks (Gear, Mine Artifacts, Darkness, etc.), as well as a new deck of Enemy Traits for *Feral Vampires*, and an Adventure Card for playing Vampire Themed Adventures.

New Missions

There are 4 new Missions in this Mission Pack Expansion, each themed around different aspects of the new Enemies.

New Enemies

As the focus of this Mission Pack, this set includes 6 *Feral Vampires* - Cold and ruthless creatures that stalk the night, feeding on the blood of any that cross their path! These are Large sized Enemies, and are mounted on 40mm bases.

New Side Bag Tokens

There are 2 new types of Side Bag Token that can aid you in hunting the Undead - *Holy Water* and *Wooden Stakes*. These can be found during an Adventure, or purchased in Town at the *Church*.

Bleeding Markers

These markers represent the ongoing effect of being badly injured and bleeding. They are placed on a model, reducing its total Health by 3, until removed by spending a Grit.

Bitten Markers

These markers are used to show when a Hero has been *Bitten* by a Vampire and is on the road to becoming a Vampire Hero! When the full transformation takes place, the reverse side of the counter is a *Vampire Hero* marker to denote the change.

Coffins

Used as Mission Objectives, these *Coffin* markers are numbered on the back.

Story Character Marker

This marker can be used for certain Missions when a Story Character is traveling with the Heroes or is being searched for.

Vampire Lord

The most powerful of the Feral Vampires are known as Vampire Lords. This marker can be used to mark one of the *Feral Vampire* Enemies as a **Vampire Lord**, or can be used as an additional Enemy in its own right, in place of a model.

ENEMY THEMED ADVENTURES

One of the main features of this Mission Pack Expansion is to allow your Heroes to have Adventures themed around this new Enemy Type.

Adventure Card

An **Enemy Theme** Adventure Card is included in this set, detailing the rules for making any Mission into a *Vampire* Themed Adventure. This card has a **Vampire Theme Icon** on it. As noted on the card, you may use this Adventure Card with any existing Mission, but there is a limit of 1 Enemy Theme Adventure Card in use at a time (if you have other Mission Pack Expansions, etc).

Some Missions always use this Adventure Card (as listed in the Special Rules for the Mission).

Enemy Themed Encounters

This Mission Pack also includes a set of Mine Encounter cards that have the **Vampire Theme Icon** on them. This is a special set of 12 themed Encounters that can be mixed into your normal Mine Encounter Deck, or are pulled out to form a special *Vampire* Encounter Deck when playing a **Vampire Enemy Theme Adventure** (using the Adventure Card).

As listed on the Adventure Card, whenever you draw one or more Encounters (even in an OtherWorld), roll a D6. On the roll of 1, 2, or 3, also draw 1 Vampire Encounter.

Common Enemies

Another aspect of the Enemy Theme Adventure Card is having the Heroes face off against the themed Enemy Type more frequently.

As noted on the Adventure Card, any time you would draw a Threat Card (even in an OtherWorld), roll a D6. On the roll of 1, 2, or 3, the Heroes must face a group of the Themed Enemies instead (as listed on the Adventure Card).

Note that if this Adventure Card is added to a Mission that already has *Common Enemies* as a Special Rule, always roll for the Enemy Theme first. After rolling, if you would still draw a normal Threat Card, then roll for the Mission specific Common Enemies.

Trait Cards

Trait cards are used to give a particular Enemy Type more diversity, and often a bit more danger, each time you encounter them. These are used as part of the Enemy Theme Adventure Card, but may also be used in normal play with this new Enemy Type, if you want more variety.

This Mission Pack contains a set of Trait cards for *Feral Vampire* Enemies. As noted on the Adventure Card, any time you would encounter one of these Enemy Groups, roll a D6. On the roll of 1, 2, or 3, draw one Random Trait card from that Enemy Type's set and apply it to them.

Each Trait card lists the bonuses granted to the Enemy Group, as well as any bonus XP the Heroes get for defeating/damaging that Enemy (this works just like bonus XP for Elite Enemies).

An Enemy Group may only have 1 Trait Card in play on them at a time.

USING THIS MISSION PACK

The new Enemies and Missions in this expansion are heavily themed for *Vampires*, and can be great for adding some fun new narrative and a little extra challenge to your games.

Advanced Difficulty

The new Enemies and Missions are also intended to be a bit more advanced, and with a slightly higher difficulty, than the *Shadows of Brimstone* Core Sets. For this reason, any starting Hero (one that has never gone on an Adventure) that takes part in a Mission from this Mission Pack, or a Mission using the Enemy Theme Adventure Card, is allowed to choose up to 3 starting **Side Bag Tokens** (generally from *Bandages*, *Whiskey*, or *Dynamite*) instead of only 1. However, they may not take more than 2 of any particular type.

Linked Missions

The Missions included in this Mission Pack may be added individually to your Heroes continuing Adventures, or may be played through in order, as a themed narrative of linked Adventures.

FERAL VAMPIRES

Sinister and savage creatures of the night, Feral Vampires dwell in the dark places of the world. They are too big and monstrous to hide amongst normal folk, and their bloodthirsty nature makes them vicious when hungry to feed!

Feral Vampires can be difficult to kill, using their ***Mist Form*** to evade damage and ***Blood Drain*** to Heal as they strike out at the Heroes. They are also extra dangerous as their ***Vampiric Bite*** attack can not only ignore Defense, but also has the potential to pass a ***Bitten*** **Curse** onto their target!

Vampire Lord

The oldest and strongest Feral Vampires take on the mantle of Vampire Lord, sinister elders of the nest, plotting and scheming with a dark intelligence to guide the brood.

A ***Vampire Lord*** is usually found as part of an Epic Threat card, or for certain Missions. A marker is provided that can be placed next to one of the normal ***Feral Vampire*** Enemies to show that it is a ***Vampire Lord***. For increased difficulty, you may use the ***Vampire Lord*** marker on its own, as an extra 'model', in addition to the Enemy Group, rather than replacing one of its normal members.

Enemy leaders that are part of an Enemy Group like this, are always placed first when placing the Enemy Group.

The ***Vampire Lord*** is a normal ***Feral Vampire*** Enemy, with the following extras:

- Has Double the base **Health** and **Combat**
- **Tough** (Immune to Critical Hits)
- **Fear (2)** is replaced with **Terror (2)** (Any Hero starting their Activation on the same Map Tile takes 2 Horror Hits) and these Horror Hits do **2 Sanity Damage** each.

BITTEN

One of the most dangerous aspects of fighting Vampires is the potential to get ***Bitten*** and become a Vampire yourself!

Getting Bitten

Feral Vampires have a ***Vampiric Bite*** ability that can potentially give their target a ***Bitten*** marker, in addition to normal damage, as noted on their Enemy Record Sheet. A ***Bitten*** marker is a **Transformation Curse** (a specific kind of **Curse**) that slowly converts a Hero into a **Vampire Hero** over time, as they collect Corruption Points and eventually transform.

Transformation Curse

Once a Hero has gained a ***Bitten*** marker, the next time they would need to roll on the Mutation Chart, remove Corruption Points as normal, but instead they become a full-fledged **Vampire Hero**.

Until a ***Bitten*** Hero becomes a full ***Vampire Hero***, the ***Bitten*** marker may be removed as though it were a normal **Injury** or **Madness**. Once a Hero becomes a full Vampire Hero, the **Transformation Curse** may only be removed by something that will remove a **Curse**.

A Hero may never have more than one **Transformation Curse** on them at a time. If they would gain another ***Bitten*** marker or other **Transformation Curse** (such as the *Curse of the Werewolf*), the Hero immediately takes **3 Corruption Hits** instead.

Becoming a Vampire Hero

Once a Hero makes the full transformation (needing to roll on the Mutation Chart while having a ***Bitten*** marker), and becomes a Vampire Hero, they automatically gain the following:

Slipping into Madness - Your base **Sanity** is reduced to Half (rounding up).

Altered Form - Your base **Health** is Doubled. You are also **+1 Combat**, **+1 Agility**, **+1 Strength**, and gain Keyword **Undead**.

Life Drain - When you kill an Enemy with a **Melee Attack**, Heal D3 Wounds.

Also, any time the ***Hold Back the Darkness*** roll is failed, all other non-**Vampire** Heroes on your Map Tile take **1 Sanity Damage**, ignoring Willpower, and you Heal **Sanity Damage** equal to the total that they lost.

Burns to the Touch - You may not use **Holy** Items and, while in Town, you may not visit the ***Church*** (or ***Church Tent***) Location.

Curing the Curse

Being a **Vampire Hero** still counts as having a **Transformation Curse**. This **Curse** may be removed by certain Events, Town Locations, or Items, or by playing the ***Once Bitten*** Mission in this expansion.

NEW SIDE BAG TOKENS

This Expansion introduces 2 new types of Side Bag Token that are ideal for battling Vampires and supernatural creatures - *Holy Water* and *Wooden Stakes*.

Holy Water

A *Holy Water* Token may be discarded to use as a **Free Attack** with **Range 5**. Roll once *To Hit* for it as a Ranged Attack. It does D8 Wounds, ignoring Defense and **Armor**, to a single **Demon** or **Undead** Enemy it Hits.

Alternatively, the *Holy Water* Token may be discarded to Heal 2D6 Wounds from a **Holy** Hero.

Wooden Stakes

A *Wooden Stake* Token may be discarded to use as a **Free Attack** that is **Combat 1**. Roll once *To Hit* for it as a Melee Attack. It gets a Critial Hit on the *To Hit* roll of 5 or 6. This Hit is **+1 Damage** against a **Beast** or **Undead** Enemy, or +2 instead against a **Vampire** Enemy.

Buying These Tokens in Town

Holy Water and *Wooden Stake* Side Bag Tokens can be found while exploring during an Adventure, but they may also now be purchased as a new option at the *Church* Location in Town (this also includes the *Church Tent* at the Camp Site if using the *Frontier Town* Expansion).

The cost to purchase *Holy Water* Tokens is **$100** each.

The cost to purchase *Wooden Stake* Tokens is **$50** each.

OBJECTIVE MAP TILE

The Objective Room Map Tile included in this set is themed for these Mission Pack Enemies. It includes a Map Card for the Mines that may be added into the Mine Map Deck so that this Room may be found in any Mission.

Generalized OtherWorld Map Tile

The back side of the Objective Room Map Tile is an Enemy-themed Room, but is intended to look non-World Specific so that it can be used for any OtherWorld. This generalized OtherWorld side of the Map Tile does not have any Map Cards to represent it. It is only used for Missions that specifically call for the use of the Objective Room, and then only if the Objective Room is found while in an OtherWorld.

When placing this Objective Room Map Tile in an OtherWorld, roll a Random one of its Exits to be used as the Entry Door.

Interior Map Tile

The generalized OtherWorld side of the Objective Room Map Tile is considered to be an **Interior** Room, for abilities or effects where that makes a difference.

NEW MISSIONS

The *Feral Vampire* Mission Pack Expansion has 4 new Missions to challenge your Heroes. These can be played in order as a narrative, or simply mixed in to your new or current campaign.

D8 Roll	Vampire Missions
1-2	Find the Coffins
3-4	Once Bitten
5-6	The Lost Tomb
7-8	Lair of the Vampire

Vampire Mission 1

FIND THE COFFINS

Locals around these parts talk of shadowy figures that stalk the night. At first, only cattle and livestock would be found, massacred and drained of blood. But in recent days, townspeople have started to go missing. They say something has set up a nest down in the mines nearby, neither living, nor dead. But... the Undead! Sounds like Vampires!

If true, there's no time to waste! Someone needs to hunt down their nest, and destroy the Coffins. Every moment that passes makes them bolder as they spread their fetid curse!

Set Up

This Mission uses the standard set up and all Heroes start on the ***Mine Entrance*** Map Tile as normal.

At the start of the Mission, the Heroes may choose any 2 of the Exploration Tokens to remove from the stack before the Adventure begins.

In addition, take the **6 Coffin markers** and shuffle them up with their numbered sides face down, forming a Coffin stack near the Depth Track.

Mission Goal

The Heroes must find and destroy at least 4 Coffins in the underground catacombs to wipe out the Vampire nest.

Special Rules

Enemy Theme - Vampire Adventure

This Mission always uses the Enemy Theme Adventure card for a ***Vampire Adventure***.

Objective Dread

For this Mission, any ***Growing Dread*** cards currently in the stack are resolved and then discarded when each of the 'Dread Objectives' below are discovered.

Objectives

Finding Coffins (Dread Objectives)

Each time the Heroes find a Clue Icon, they have discovered the location of one or more **Coffins** as a *Dread Objective*. Resolve all ***Growing Dread*** cards currently in the stack and then roll a D3 to determine how many Coffins have been found. Take that number of Coffin markers from the top of the stack (without looking at their values), and place them anywhere on this Map Tile. These Coffin markers do not block movement or Line of Sight, and do not affect gameplay in any way.

After completing any Encounters on the Exploration Token that had the Clue Icon, the Heroes must fight a group of *Feral Vampires* that are protecting the Coffins, in addition to any Attack that was on the Exploration Token. Add a number of *Feral Vampires* to the fight based on how many Heroes are in the Posse and how many Coffins are in the room:

Heroes	Feral Vampires
1-2	1 per Coffin
3-4	1 + 1 per Coffin
5-6	3 + 1 per Coffin

These *Feral Vampires* guarding the Coffins always come into play with a **Trait** card (no need to roll).

Destroying the Coffins

At the end of the Fight, after Loot and *Catch Your Breath*, the Heroes automatically smash all of the Coffins in the room. This destroys them, but also unleashes all the evil they hold within! Flip over each Coffin as it is destroyed and roll a number of dice equal to the number on the Coffin marker. For each roll of 1, 2, or 3, immediately draw a **Darkness** card.

Once the Heroes have found and destroyed at least 4 Coffins, and all of the Enemies on the board have been defeated, the Mission is successfully completed.

Reward

For each Coffin that was destroyed during the Adventure, every Hero gains **10 XP** and **$100**.

Failure

If the Mission is failed, the Vampires continue to feed on the local towns throughout the area. Each Hero gains 1 Corruption Point, ignoring Willpower, and when the Heroes reach the next Town, roll a D6 for each Location there. On the roll of 1 or 2, that Building has been shut down (destroyed) as the Vampires have fed upon those who ran it.

Vampire Mission 2

ONCE BITTEN

"Help! Help!...Come Quick!" A frantic man runs through the morning street shouting. "The Vampires have struck again!" One of the local Townsfolk has been Bitten in the night and cursed by a powerful Vampire, rapidly transforming into an undead horror themselves! The local doc knows of a place that you may be able to find some rare herbs that could be mixed into a potion to cure the curse, but you'll have to act fast. Every minute that goes by brings them closer to a fate worse than death... becoming a bloodthirsty creature of the night!

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

At the start of the Mission, one Hero must take the **Story Character** Token to represent the *Bitten Townsfolk*. The Hero with this token is helping the *Bitten Townsfolk* make their way through the Mine to find the cure.

Mission Goal

The Heroes must find 3 Clues to track down the location of the *Rare Herbs* that will cure the Vampire's bite, before the Curse fully takes hold!

Special Rules

Enemy Theme - Vampire Adventure

This Mission always uses the Enemy Theme Adventure card for a *Vampire Adventure*.

Bitten Townsfolk

The **Story Character** in this Mission is a *Bitten Townsfolk*, cursed by a powerful Vampire and rapidly transforming into a Vampire themselves! The **Story Character** is not a full model in its own right, but is being helped along by one of the Heroes. It is never targeted or Attacked in any way, and is considered to have a **Willpower of 4+** for preventing Corruption Hits (Grit may not be used to Re-roll these Willpower saves).

During the Adventure, the **Story Character** Token may be exchanged between Heroes as though it were an Item.

"It's Getting Worse!"

Any time the Darkness moves onto a **Blood Spatter** or **Growing Dread** space on the Depth Track, the *Bitten Townsfolk* (as well as any Hero that is currently *Bitten*) immediately takes 1 Corruption Hit. Also, any time the Hero with the *Bitten Townsfolk* token takes a Corruption Hit, the *Bitten Townsfolk* takes 1 Corruption Hit as well.

In addition, for each full **Vampire Hero** currently in the Hero Posse each turn, the *Hold Back the Darkness* roll needs to be 1 higher to succeed.

Objectives

Too Late (Failure)

If the *Bitten Townsfolk* ever has **5 or more Corruption**, the transformation is complete and they become a Vampire, knocking the Heroes aside and fleeing into the dark! If this happens, the Mission is immediately Failed.

Finding the Third Clue

When the Heroes find the third **Clue Icon**, they have reached the Objective and found the location of the *Rare Herbs* that can cure the Vampire's Curse. Ignore any Door/Gate Icons on the token, as the Objective Room has no exits, and reveal all **Growing Dread** cards in the stack. The Heroes must then complete any Encounters/Attacks on the Exploration Token as normal.

Once all Enemies on the board have been defeated and any Encounters completed, the Heroes are able to collect just enough *Rare Herbs* to cure the *Bitten Townsfolk*, and the Heroes have successfully completed the Mission!

Reward

Each Hero gains **25 XP** and may either gain **1 Sanity**, as they have seen hope for redemption from even the very edge of the abyss, or remove a *Transformation Curse* from themselves.

Failure

If the Mission is failed, the Vampire Townsfolk betrays them to the Darkness! Each Hero takes 1 Hit and 1 Horror Hit. Any Health/Sanity lost from these Hits is permanent. Also, the *Church* and *Camp Site* are both Destroyed in the next Town the Heroes visit, burned down by the Vampire Townsfolk (if using the expanded Frontier Town, the Destroyed *Church* token takes up one of the Building slots).

Vampire Mission 3

THE LOST TOMB

Rumors are swirling around town, whispers and tales of a mysterious Lost Tomb, located in a distant world; a focus for the powers of Darkness! It is said that something great and terrible resides within the tomb, and all living things nearby wither and decay from the permeating aura of evil that surrounds it. It may be worth digging deeper into these stories and seeking out this... Lost Tomb.

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

Remove the *Vampire Nest* Map Card from the **Map Deck**, as this Mission uses the *Lost Tomb* side of that Map Tile.

Also, roll a D6 to determine your *Lost Tomb Objective*:

D6	Result
1-2	Destroy the Evil There
3-4	Collect a Holy Relic
5-6	Recover an Ancient Artifact

Mission Goal

Find a Gate that leads to an OtherWorld and explore that World to discover the location of the fabled *Lost Tomb*. While in an OtherWorld, the Heroes must find 2 Clue Icons to find the *Lost Tomb*.

Special Rules

Enemy Theme - Vampire Adventure

This Mission always uses the Enemy Theme Adventure card for a *Vampire Adventure*.

Mine Clues add a Gate

Any **Clue Icon** the Heroes find in the Mines automatically has a Gate in that Room, in addition to any other doors (place this Gate before other Doors).

All Gates Lead to an OtherWorld

All Gates in this Adventure lead to an OtherWorld. When drawing a World card to determine where a Gate leads, discard and re-draw any World card that leads to the Mines (or any Earth-based 'World', such as the *Canyons* or the *Forbidden Fortress*, etc. If there is a question on this, the puzzle-cut of the *Lost Tomb* Objective Room Map Tile must be able to connect to the tiles from the World drawn).

Lost Tomb Objective

The *Lost Tomb* **Objective**, rolled for at the start of the Adventure, determines a special rule for the Mission as follows:

Destroy the Evil There

For this Adventure, all **Blood Spatter** spaces on the Depth Track count as **Growing Dread** spaces instead.

Collect a Holy Relic

The Hero Posse gains an extra Revive Token for this Adventure, only usable by **Holy** Heroes. All Enemies are +2 Combat/Shots while targeting a **Holy** Hero.

Recover an Ancient Artifact

All Enemies are +2 Health. At the start of the Adventure, draw 4 *Mine Artifact* cards, discarding all but the single highest Gold value card (choose if tied). This is the *Tomb Artifact* you are trying to recover (see **Rewards** below).

Objectives

The Second Clue in an OtherWorld

When the Heroes find the second **Clue Icon** in an OtherWorld (finding both in the same World, or across 2 different Worlds) they have found the Door leading to the Objective Room, the *Lost Tomb*! Resolve the Exploration Token, but Ignore any Door/Gate Icons, as there is only one exit from this Map Tile, leading to the Objective Room (roll for Door position as normal).

Once any Encounters/Attacks have been resolved here, attach the *Lost Tomb* Map Tile to the final Door as the Objective Room. Do not place an Exploration Token or move the Hero Posse marker on the Depth Track for the *Lost Tomb* Map Tile.

The Lost Tomb

At the end of the first turn in which one or more Heroes is on the *Lost Tomb* Map Tile, resolve all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat card.**

Once all Enemies have been defeated, the Heroes automatically open the *Tomb* to successfully complete their Mission!

Reward

Each Hero gains the following reward based on which *Lost Tomb Objective* was being used:

Destroy the Evil There - Gain **1 Sanity** and **25 XP**.

Collect a Holy Relic - Gain **$250**. In addition, each Hero may spend **25 XP** to gain the Keyword **Holy** (this Keyword is lost on the D6 roll of 1 or 2 any time the Hero gains a Mutation or wins Gold from any *Gambling* in Town). A Hero that is already **Holy** instead gains **D3 Sanity** for free.

Recover an Ancient Artifact - One Random Hero takes the *Tomb Artifact*. Every other Hero gains **D6x$50** and may draw a **Loot** card.

Failure

Surrounded by the ancient evil that resides within the tomb, you are overwhelmed with terror!

Every Hero must roll once on the **Madness** Table (in addition to any roll for being KO'd during the Adventure).

Vampire Mission 4

LAIR OF THE VAMPIRE

People and livestock have been going missing from towns and farmsteads in these parts for weeks, and the numbers are rapidly growing. There is talk of Vampires at work here; ancient and brooding in their hidden nest. At first it was only one or two cattle every few nights, found...drained of blood; but now it has swelled to as many as three or four people a day, disappearing in the night! If something isn't done to stop this, and fast, by this time next week, there won't even be a town left here to save. You must find their nest and purge these foul Vampires before they grow too strong to stop!

Set Up

This Mission uses the standard set up and all Heroes start on the ***Mine Entrance*** Map Tile as normal.

You will also need the ***Vampire Nest*** Map Tile. Remove the ***Vampire Nest*** Map Card from the **Map Deck**.

Mission Goal

The Heroes must find the ***Vampire Nest*** to confront the Vampire Lord and his Grave Guard.

Special Rules

Enemy Theme - Vampire Adventure

This Mission always uses the Enemy Theme Adventure card for a ***Vampire Adventure***.

Strength From Feeding

The caves are littered with dead bodies of animals and townsfolk, drained of blood by the vicious vampires that nest here. Any time a Clue Icon is found, The Heroes have discovered a pile of freshly drained bodies! Roll a D6 and add that many **Sanity** markers to the Depth Track. If a 4, 5, or 6 was rolled, also add a **Growing Dread** card to the stack.

During the final Fight, at the *Vampire Nest* Objective Room, any time a Wound marker would be placed on the ***Vampire Lord*** or any other ***Feral Vampire*** (after *Mist Form* Armor rolls), instead remove a Sanity marker from the Depth Track (collect XP as normal) - in this way, the Sanity markers on the Depth Track are treated as a pool of extra Health for all of the Vampires in the final Fight (note that these Sanity markers are not actual 'Health' and cannot be 'Healed' using the Vampires' *Blood Drain* ability). Once there are no more Sanity markers left on the Depth Track, Wounds done are placed on the Vampire Enemies as normal.

Objectives

Finding the Vampire Nest

When the Hero Posse Marker reaches the space marked 9 on the Depth Track, the Heroes have found the Door leading to the Objective Room! If the Map Tile is a Passage, one Random exit from that Passage leads to the Objective Room (place an End Cap on any other exits). If it is a Room Map Tile, resolve the Exploration Token, but Ignore any Door/Gate Icons, as there is only one exit from this Map Tile, leading to the Objective Room (roll for Door position as normal).

Once any Encounters/Attacks have been resolved here, attach the ***Vampire Nest*** Map Tile to the final Door as the Objective Room.

Note that if in an OtherWorld, use the OtherWorld *Lost Tomb* side of the *Vampire Nest* Map Tile as the Objective Room instead.

Vampire Nest

The Objective Room has no Exits and does not have an Exploration Token on it. Instead, at the end of the first turn in which one or more Heroes is on the ***Vampire Nest*** Map Tile, resolve all **Growing Dread** cards in the stack and then the Heroes must face an **Epic Threat**, selected from only those that include a ***Vampire Lord***. All *Feral Vampires* in this Fight (including the Vampire Lord) always have a ***Vampire Trait*** card and get 1 free **Elite** ability, as they are the Grave Guard.

Once all Enemies have been defeated, the Heroes have successfully completed the Mission!

Reward

Each Hero may draw 2 extra Loot cards, found among the coffins and drained bodies within the nest.

Failure

If the Mission is failed, each Hero loses 1 Sanity permanently as a deep psychological trauma from their bout with the bloodthirsty creatures of the night.

FAQ AND CLARIFICATIONS

Q) On the *Shadow of Death* Darkness card, is a Growing Dread card drawn for each Hero that fails the test?
A) Yes.

Q) With the *Open Coffin* Mine Encounter, if you fail the first test, do you still make the second test?
A) Yes.

Q) The *Wall Scurrying* Vampire Trait card says that they 'Always attack from Ambush'. Does this mean they count as Ambushing every turn?
A) No. It means that an Attack by *Feral Vampires* with that Trait is always an Ambush Attack.

Q) The *Hunter's Spike* Artifact says that you gain bonus Damage against **Undead**, **Beast**, and **Vampire** Enemies, but it doesn't say that it only works on Combat Hits. Does this Damage bonus apply to Ranged Attacks?
A) No. The *Hunter's Spike* should say that the Damage bonus only applies to your Combat Hits.

Q) If I have the *Allies* Expansion and one of my Allies gets a *Bitten* marker, how does that work?
A) The Bitten marker itself works just like it would on a Hero. However, if the Ally would ever fully become a Vampire Hero, they lose their mind and instead immediately become an Enemy with all of the stats and abilities of a *Feral Vampire*, but still using the normal Ally figure to represent them (even if an Animal Ally - Vampire Pack Mule!).

Q) How does it work if a Mission has two different *Common Enemies* Special Rules? Say you add the *Vampire Adventure* Enemy Theme Adventrure Card to a Mission that already has *Common Enemies* as a Special Rule?
A) Whenever a Threat card would be drawn, roll for the Adventure Theme *Common Enemies* first. After rolling, if you would still draw a normal Threat Card, then roll for the Mission specific Common Enemies.

CREDITS

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Special Thanks -

To all the Kickstarter Backers that helped bring Shadows of Brimstone to life, Jack and Rosa Hill, Sadie, Tika, BoardGameGeek.com, BrimstoneCowboy.com, the Shadows of Brimstone Community Group on Facebook, and all of the fans who have helped support Flying Frog over the years.

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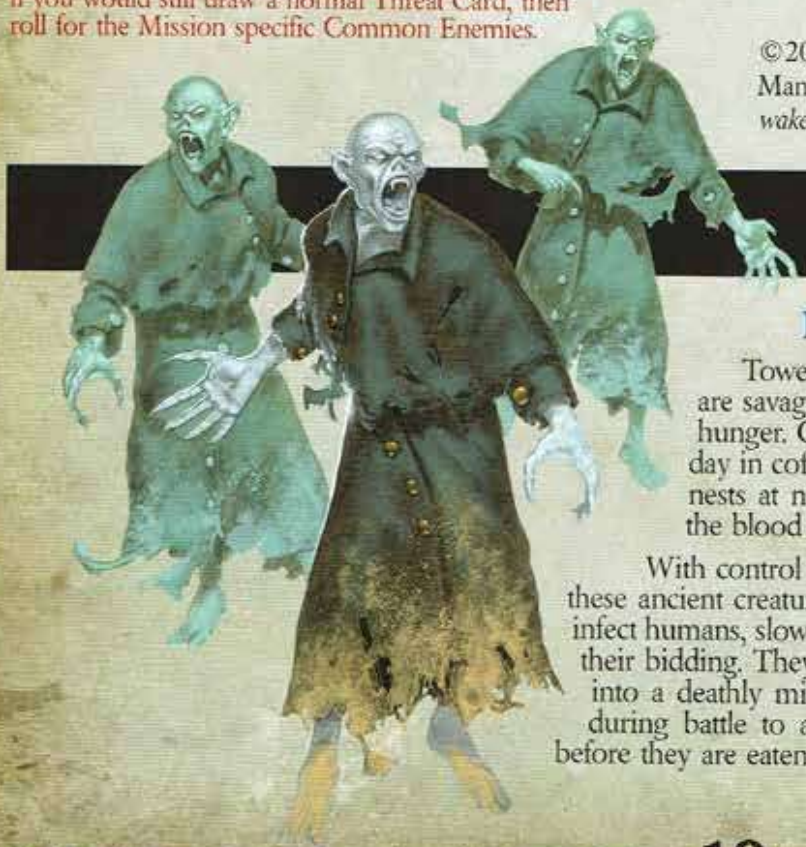

ENEMY OVERVIEW

Feral Vampires

Towering over their living prey, the Feral Vampires are savage and ghoulish killers, eternal in their hatred and hunger. Cloaked in worn and tattered robes, they sleep by day in coffins or tombs of putrid soil, emerging from their nests at nightfall to haunt the surface world and feast on the blood of the innocent.

With control over nocturnal animals such as bats and wolves, these ancient creatures of the night often use their Vampiric Bite to infect humans, slowly turning them into lesser Vampire Thralls to do their bidding. They also have control over their own form, shifting into a deathly mist to move through the shadows unnoticed, or during battle to avoid the pitiful attacks of mortals, lashing out before they are eaten.

SHADOWS OF BRIMSTONE™

This painting guide shows how to easily paint your Vampire models using only Warpaints from the *Heroes of the Old West* and *Creatures of the Void* Paint Sets. These Shadows of Brimstone paint sets are sold separately and available now at your local game store or online at the Official Flying Frog Web Store.

PAINTING GUIDE

FERAL VAMPIRES

1) Prime the models with matte white spray paint (use any matte -NOT Gloss- white spray paint which can be purchased inexpensively from a hardware store).
2) Base coat the longcoat with *Serpent Skin*.
3) Paint the skin with a mix of *Spirit White* and *Portal Blue*.
4) Paint base *Shadow Black*.
5) Wash model with *Dark Tone Ink*.
6) Highlight the skin with a mix of *Spirit White* and *Portal Blue*.
7) Highlight the longcoat with *Serpent Skin*.
8) Paint mouth, tongue, and gums with *Crimson Hand Red*.
9) Paint teeth with *Fang Bone*.
10) Paint eyes with a mix of *Spirit White* and *Cynder Yellow*.
11) Paint buttons on longcoat with *Loot Gold*.
12) Wash mouth, teeth, buttons, and eyes with *Soft Tone Ink*.
13) Highlight teeth with a mix of *Spirit White* and *Fang Bone*.

New Side Bag Tokens

Holy Water - (Free Attack)
Discard to throw as a Ranged Attack with Range 5. Roll once *To Hit*. Does D8 Wounds, ignoring Defense and Armor, to a Demon or Undead Enemy it Hits.

or

Discard to Heal 2D6 Wounds from a Keyword Holy Hero.

May be Purchased at the *Church* (or *Church Tent*) in Town for $100 each.

Wooden Stake - (Free Attack)
Combat 1
Discard to use as a Free Attack. Gets a Critical Hit on 5 or 6. Is +1 Damage vs a Beast or Undead Enemy, or +2 instead vs a Vampire Enemy.

May be Purchased at the *Church* (or *Church Tent*) in Town for $50 each.

Bleeding - A model is -3 Health for each Bleeding marker it has. Remove all Bleeding markers when KO'd, or at the end of the Adventure. Use 1 Grit to remove a Bleeding marker at any time.

Undead are Immune to *Bleeding*.

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